MISSION 1
ESCAPE THE CRASH SITE

Lieutenant Varras dragged himself from the shattered cockpit of the* Dauntless *and peered across the flaming wreckage strewn across the scarred landscape. He was alive, the precious adamantium canister of Ultramarines gene-seed had survived the impact, and that was all that mattered. His training told him to seek higher ground, find a vantage point from which to broadcast a vox signal and call for help. As he dropped to the ground he realised he was not alone, sighting hideous alien creatures, little more than bulbous sacks of ichor, trailing sickly tendrils behind them, drift over the remains of the lander. With horror, he realised they were hunting him...

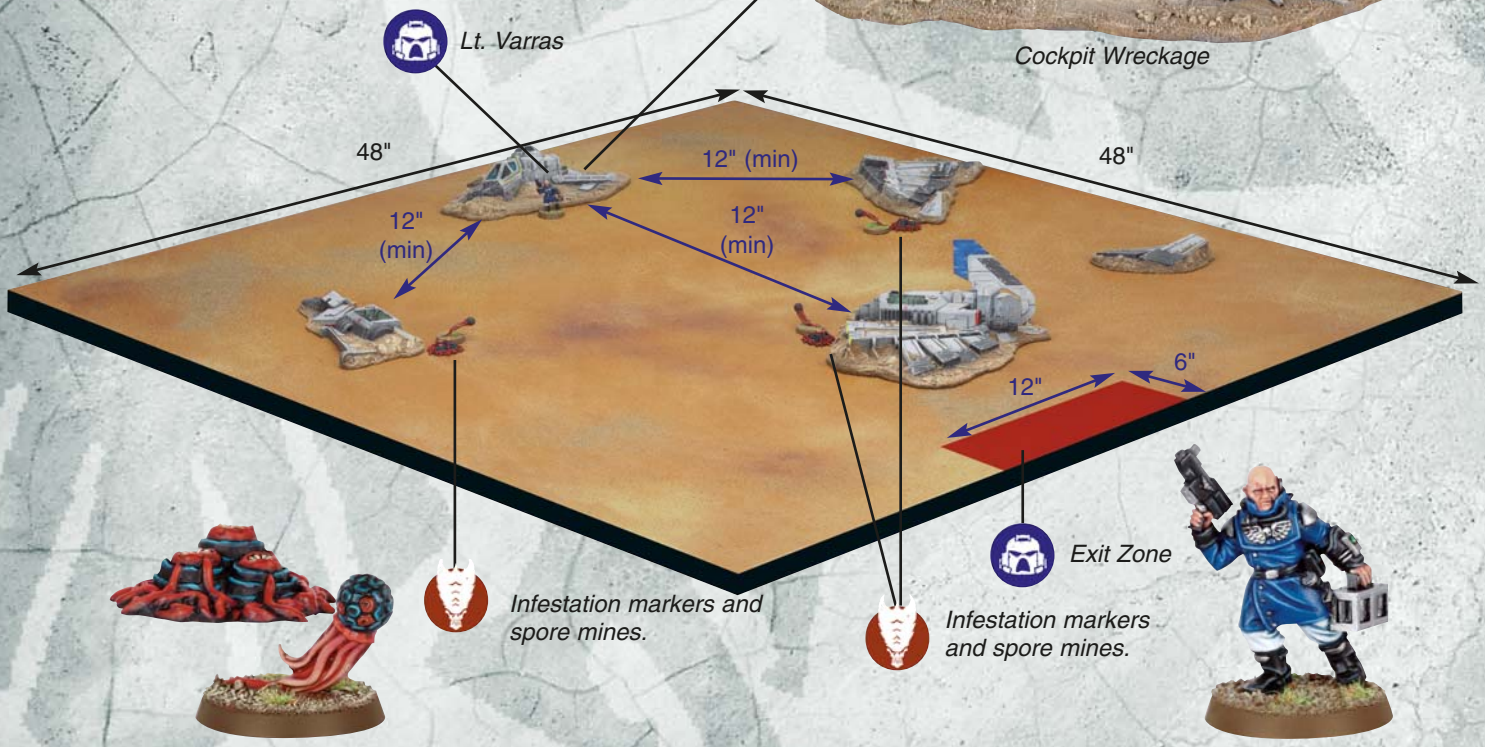
SET-UP

You will need a playing area of roughly 4ft by 4ft. Varras is set up touching the cockpit wreckage, and all other wreckage is placed so no pieces are within 12" of each other. All Infestation markers must be set-up within 3" of any wreckage, except for the cockpit, and one spore mine starts the battle in contact with each marker. Nothing can be set-up in the Exit Zone, an area at least 36" away from Varras. The Ultramarines player gets the first turn and performs all his actions, then the Tyranids player takes his turn. The Ultramarines player then takes his second turn, followed by the Tyranids second turn, and so on. This continues until one side wins.

OBJECTIVES

- Ultramarines Win: Varras reaches the highlighted Exit Zone.
- Tyranid Win: Varras is killed.

Cockpit Wreckage



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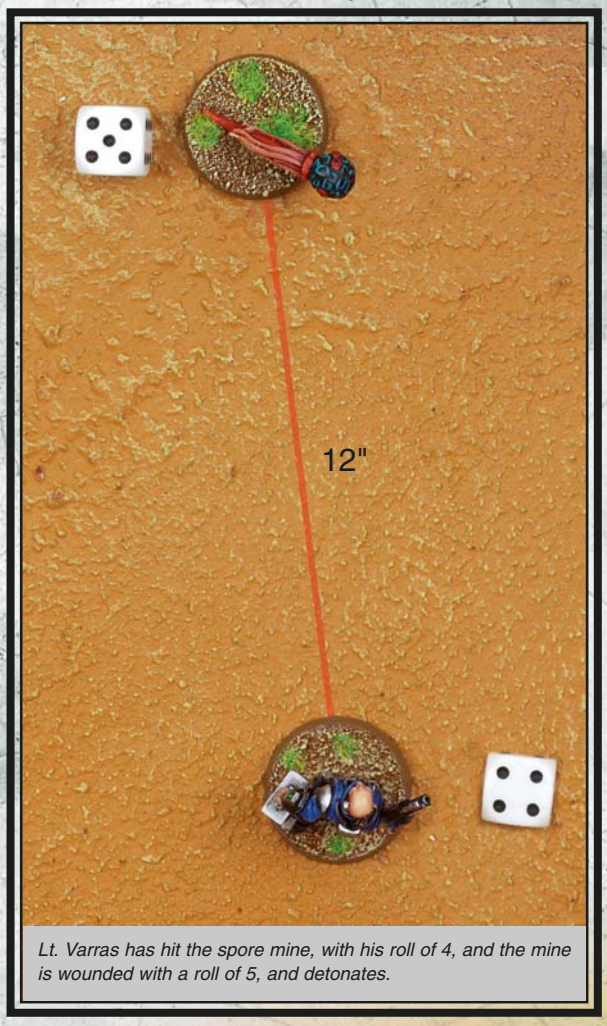
ULTRAMARINES RULES

Move: *Each turn, Varras can move up to 6" in any direction. He is trying to move quickly and quietly so he must avoid the wreckage. He may not move off the table edge.*

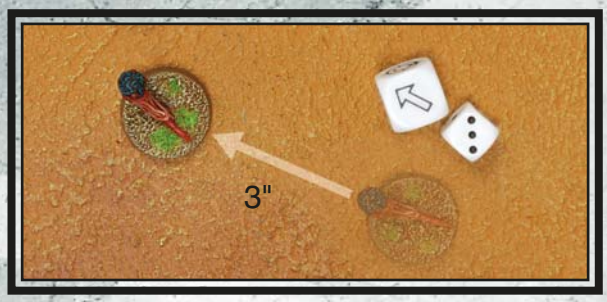
Shoot: *Varras can shoot at one spore mine within 12" each turn. Roll a D6 every time he shoots – the mine is hit on a 4, 5 or 6 (referred to as 4+). If successful, roll again to see if the mine is wounded. On a 4+, the mine is wounded, and detonates.*



Lt. Varras has hit the spore mine, with his roll of 4, and the mine is wounded with a roll of 5, and detonates.

TYRANIDS RULES

Move: *Every Tyranid turn, each spore mine moves D6". Roll the Scatter dice to see which direction the mine moves in. If the dice rolls a 'HIT', the Tyranid player can move the mine in any direction. If a spore mine is shot, or moves into base-to-base contact with Varras at any point during its movement, it detonates.*



Exploding Spore Mine: *When it detonates, place the central hole of the large Blast marker over the mine. If Varras is completely covered by the Blast marker, he is automatically hit, and if partially covered, he is hit on a D6 roll of 4+. If hit, Varras is killed on a roll of 3+. Other spore mines hit by the detonation are wounded and explode on a 4+. The exploding mines are removed.*

The spore mine has detonated and both Varras and a spore mine have been hit. Varras is wounded by the roll of 3 and is killed, the spore mine is also wounded by the roll of 4 and will detonate.

At the end of his turn, the Tyranid player may put one spore mine currently not in play onto the table, touching any Infestation marker, to a maximum of eight mines.